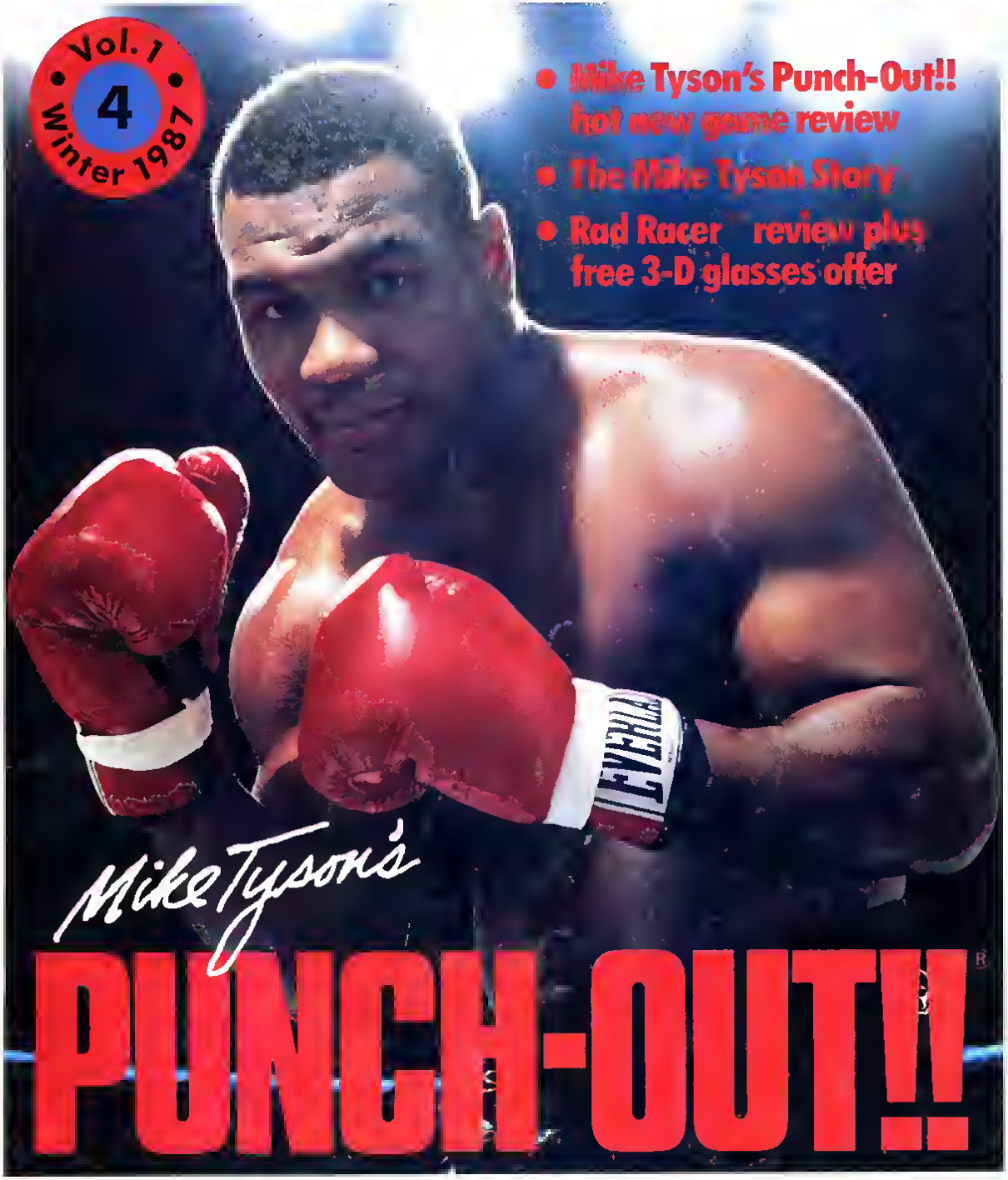
NINTENDO®
FUN CLUB NEWS

Vol. 1 • 4 • Winter 1987

- Mike Tyson's Punch-Out!! hot new game review
- The Mike Tyson Story
- Rad Racer™ review plus free 3-D glasses offer

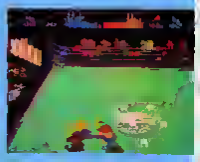


"RING KING IS UNDISPUTED"

Ray Leonard Jr.

HAGLER LEONARD APRIL 6, 1987

Ray Leonard Jr. knows what it takes to make a winner. With RING KING you can have all of the action of a great fight . . . hooks, jabs, upper cuts and combinations with super life like characters. You can build your own champ and give him a name. Challenge your friends or your computer to the DATA EAST championship title bout!



TAG TEAM

BURGERTIME

KID NIKI

BREAKTHRU

KARNOV

KARATE CHAMP

SIDE POCKET

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THE PREZ SEZ

The name of the game is creativity!

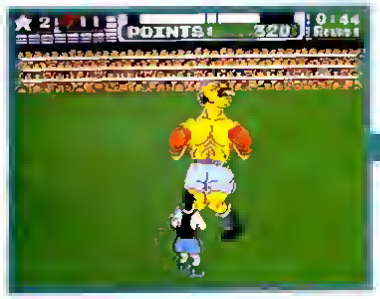
An important message from master gamesman and President of the Nintendo Fun Club—Howard Phillips

This is our most ambitious issue of the Fun Club News yet! It's bigger, more colorful, and has more news, tips, and things to do than ever. Thanks to the creativity of old members and new, you'll see that this issue reflects lots of input from people like you.

Creativity is a big part of making and playing video games. We have to be creative to think up the kinds of twists, turns, and action moves that give each game its own unique challenges. And you have to be creative to play the games, figure out the tricks, and overcome the obstacles. Skillfull game play requires an interactive kind of creativity. You think, plan ahead, pick up tips from the characters, second-guess the bad guys' next moves, and take control of your own game. Game play is as creative as you are!

This newsletter is an interactive, creative process, too. And that's what helps keep it growing. Your input, new ideas, game reviews, puzzles—everything you share with the *Fun Club News* makes it better. So keep those game tips and creative ideas coming in! Write a game review. Tell us what's up with your local Fun Club. Send a hot tip on how to beat Ganon or one of our other wily characters. Or suggest a whole new regular column. This is your newsletter, and the more news you send, the better. Here's a brief glimpse of things to come, this issue and next.

- Hit reviews: Mike Tyson's Punch-Out!! and Rad Racer
- Mike Tyson—his rocky childhood and meteoric rise to fame
- Game tips from you and the Fun Club President, too
- Who's on top: best scores
- Toddler makes nationwide news with Super Mario Bros.™
- Coming next issue: Halloween costumes you won't believe!



Find out how Little Mac fights his way to a Dream Bout with Mike Tyson, pages 4-5

Learn how to race high-performance power machines, pages 8-9

FUN Nintendo CLUB

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The Ultimate—A Dream Bout With Mike Tyson!

Bring home the arcade hit that packs more punch than ever!

Punch-Out!!, the arcade original, was such a huge success, we decided to bring it home to your Nintendo Entertainment System.® But now it's even better! It packs a Mike Tyson power punch as well as featuring formidable new fighters from around the world.

If you thought Bald Bull or Glass Joe threw cement wallops in the arcade classic, you may not leave your corner once cagey Soda Popinski or wild man Don Flamenco steps into the ring.

The new Mike Tyson's Punch-Out!! has eleven fighters including the World Heavyweight Champ. They're the biggest, meanest, toughest opponents around. You'll see some of your old favorites, but watch out! They have new moves! And they are all just waiting to take you on.

Master real boxing moves.

You'll discover each fighter has his own fancy footwork and fighting style. To win, you'll have to learn and master real boxing moves and deliver them with power!

Dodge and block. Deliver a quick left jab, or stagger your opponent with a powerful uppercut. Counter with rapid left body blows. Unleash a flurry of lightning-fast right and left jabs.

Mike Tyson's Punch-Out!! re-creates the pacing, the intensity, the thrill and excitement of the ring itself—without the broken noses or black eyes!

With practice and determination, who knows, the ref just might declare you the winner—and your opponent down for the count—even Tyson? It could happen!

Hop into the ring with a real heavyweight: Mike Tyson!

By the time you take on the champ, you've fought some of the toughest guys in the ring. You've fought your way through the Minor, Major, and World Circuits and learned a lot of moves and tricks. Your sense of timing is right. You know when to pour on the power and how to regain your fighting spirit.

But Mike Tyson is a whole new opponent. He didn't get to be heavyweight champ by being Mr. Nice Guy, and neither can you. You'll have to develop a style all your own, and get to know your opponent's weak spots.

Here are a few pointers to help you work up to the ultimate challenge: the great Dream Bout and your shot at taking the title from Mike Tyson.

The fight starts here.

You step into the ring as Little Mac, ranked #3 on the minor circuit.

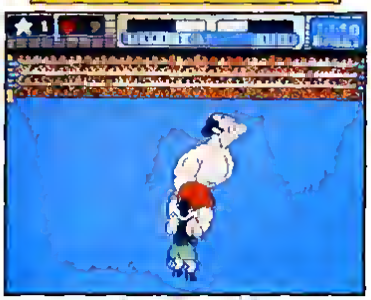
QUICK PUNCH

The opponent faces a Little Mac attack of quick punches

KNOCK OUT

Little Mac lands a winning blow for the big KO!

CRITICAL



By the look of things, Little Mac's in trouble

TIPS, STRATEGY, PRACTICE, AND FANCY FOOTWORK

Piston Honda

- Watch Piston Honda's eyebrows, then dodge

King Hippo

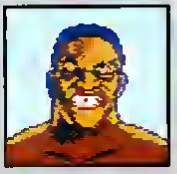
- Give King Hippo the old "one, two"

Bald Bull

- Counter Bald Bull's charge with a belly punch

Super Macho Man

- Timing is everything with this tough



Mike Tyson

- Only a world-class fighter can take on Tyson

You're going to have to fight your way to the top through The World Video Boxing Association's (WVBA) circuits—Minor, Major, and World—with tougher and meaner fighters challenging you every step of the way. For instance, in the Minor Circuit, you'll face fiesty Glass Joe from Paris, France and mighty Von Kaiser from Berlin, West Germany. You'll have to face King Hippo and Bald Bull in the Major Circuit—a couple of fast punching veterans.

Super Macho Man and others await you with hard-to-duck knockout punches in the World Circuit.

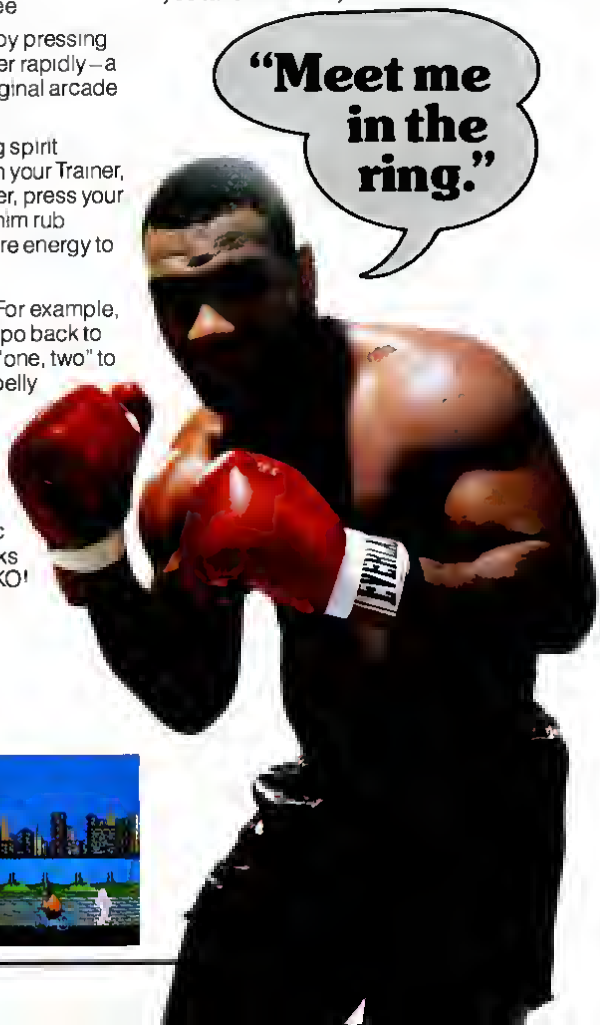
Your goal is to fight your way into the ring for a Dream Bout with the World Heavyweight Champion, Mike Tyson in order to capture the title and make world boxing history.

How To Win: Pointers From The Pros.

- Be an NES circuit champ with the help of the new "Pass Key." It's a special code given to you each time you become a Video Boxing Circuit champ. You can use it to start your game from the bottom of the Major or World Circuits. This way you can save your strength, and you won't have to lose the ground you fought so hard to gain!
- Press the "B" button after a knock-down, and you're on your feet before the count of three.
- Duck a fast right hook by pressing "Down" on the controller rapidly—a hot feature from the original arcade classic Punch-Out!!
- Regain that old fighting spirit between rounds. When your Trainer, Doc, rubs your shoulder, press your select button to make him rub faster and give you more energy to go the distance!
- Know your opponent. For example, you can send King Hippo back to the jungle with the old "one, two" to his head and then his belly. With Don Flamenco, throw a punch, then dodge, then "rabbit" punch. Protect yourself carefully against the Great Tiger's magic punch. Time your blocks and then give him the KO!

Put yourself in the ring.

Can you punch, dodge and jab your way to the fight of the century? Are you up to the challenge? Find out! The fans will be on their feet when you take on Mike Tyson.



TIME OUT

Between circuits you train—morning, noon and night

From neighborhood tough to World Heavyweight Champion

The first battle

As a youth, Mike Tyson learned how to be tough because he had to be in order to survive. He grew up in a very rough New York neighborhood. Both of his parents died when he was young, and by the age of ten, the hardships of life with a street gang led Mike into trouble with the law and a school for delinquent boys in upstate New York.

But ironically Mike's detention resulted in an almost miraculous opportunity for a new life and fame. At the age of 13, he was seen boxing a few rounds in the gym of the Catskill, New York Police Station by Cus D'Amato--renowned boxing trainer of Floyd Patterson and other champion heavyweights.

A new home, a new hero

Cus D'Amato recognized the great potential of Mike Tyson both as a person and as a fighter. He arranged to have Mike released into his custody and eventually adopted him, becoming the father Mike never had, as well as his trainer and boxing mentor.

While fierce drills, roadwork at dawn, and tough sparring partners prepared Mike's body for the challenge of the ring; a sense of discipline, willpower, integrity, and independence instilled by D'Amato helped Mike to develop a philosophy of life--for winning in and out of the ring.

Tips from the champion

Today, Mike Tyson is the youngest fighter (only 21) ever to hold the title of Undisputed Heavyweight Champion of the World. The World Boxing Association, International Boxing Federation, and World Boxing Council titles are his alone.

The lessons the champ learned on his way to the top, he now shares with young people through school presentations, public appearances, and anti-drug television commercials.

Here are just a few of the pointers from Mike Tyson which you'll find included for inspiration in our new hit Mike Tyson's Punch-Out!!

- "Nobody is born the best. Practice and training make you the best."
- "Never become angry--it will inhibit your ability."
- "In essence, boxing is 10% physical and 90% mental and emotional."

A video game with the Tyson spirit

Nintendo's newest game, Mike Tyson's Punch-Out!! is the first to carry the name of a spokesman. The President of Nintendo explains, "Tyson is a leader in the sports world. We signed with this rising star, and have committed to promoting this title to show our confidence not only in the growth and longevity of the home video game category, but also in the championship nature of our product line."

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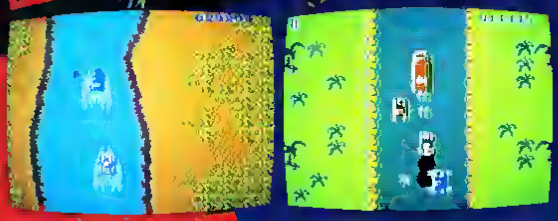

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RAD RACER™

Feel the power of racing on the edge with revolutionary, action-packed Rad Racer!

Are you ready for the real thing?

Get behind the wheel of Rad Racer, and you'll know what it's like to feel the thrill, power, and challenge of real cross country rally racing

Pick your power machine.

Just like the real thing, Rad Racer starts with your choice of race car. Hop into a Ferrari type 328 Twin Turbo Coupe or the Indy 500 style F-1 Machine and battle it out with progressively tougher modified street machines. Start side-by-side with a Volkswagen and end up head-to-head with Corvettes, Lamborghinis, and Porsches

And whether you slide into the Ferrari or the Formula One, you'll have to hold on to your seat as you battle for position with other speed-bred racers at super speeds you just won't even believe

You're at the wheel and in control!

City lights and night sights.

The unique challenges of eight separate courses await you in Nintendo's hottest new racing game. You have to make it through the checkered flag of the first course before you can test your skills on the challenges of the next

Start out seaside with gritty, slippery sand dunes under your wheels. Then slide into the tight curves and twists of the Sunset Coastline. Head out to the desert and the treacherous challenges of the Grand Canyon. If you're still on track and in the driver's seat, can you see your way across the finish of the Los Angeles Nightway?

Shift into 3-D!

Every game includes a pair of folded red/blue 3-D glasses. Slip them on, press the control to access one of three different road tunes, and jump into hyperspace and a whole new dimension of rally racing: 3-D! (Be sure to check out our special offer in this review of high-quality stylized 3-D racing glasses—free!)

Rad Racer is a simulated 3-D, high-speed, road-racing experience sure to make your own set of wheels look like spare tires. Try it!

Hang it out.

The "A" button is for gas, "B" is for brake, and "G" is for the guts it takes to hang it out in a full throttle power slide, or a rapid deceleration brake job to avoid a slow moving opponent

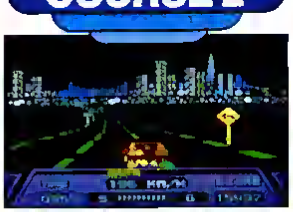
Use the right/left controller to steer your machine through hairpin turns and slippery curves. Need a shot of super speed? Push and hold the controller up for a turbo charge. Have you got the timing, the skill, and the nerve to be a Rad Racer?

Pace yourself.

It's not just pedal-to-the-metal speed that makes Rad Racer so competitive, it's timing. You're clocked between checkpoints on each course, but only the best road rally champion drivers make it. TIMING IS EVERYTHING! Too slow and you're disqualified. Too fast and you're history.

Drive Eight Snaking Courses!

COURSE 2



Can you make it to the city in the dead of night?

COURSE 3

Come out of the mountains and put pedal to the metal

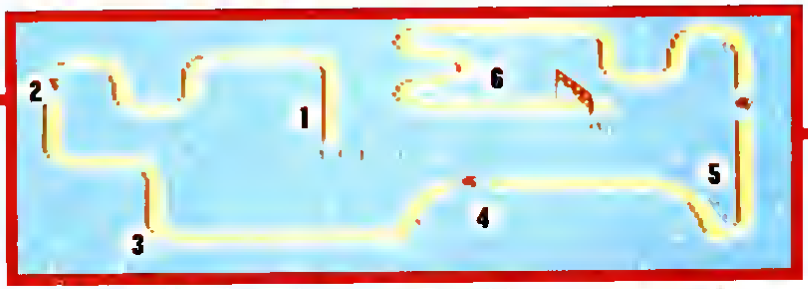
COURSE 4

Wind through Athens, city of white temples and fast drivers

COURSE 5

Don't let bright lights fool you. There's bad weather ahead

CAN YOU HANDLE RAD HAZARDS?



Hairpin turns, hair-raising straight aways, night driving, each course has its own hazards Add 3-D glasses, and turn up your road tunes for more excitement!

See In 3-D Free!

Add a whole new dimension of fun to Rad Racer game play with free 3-D glasses from Nintendo. To get your glasses, cut out the UPC code on the back of the Rad Racer box and send it with one or two tips written by you on how to play Rad Racer to Nintendo Fun Club, Free Glasses, PO Box 97032, Redmond, WA 98073-9732 Allow about six weeks for delivery

Pull out gently Get the feel of your power machine

Watch it! There's a hairpin turn ahead Are you going too fast?

Gun it! Align that competitor right behind you to protect your position

Drive on the outer edge, cut back in and out again for a fast corner

Weather conditions change quickly so be prepared!

Too fast! You're out of control and heading for disaster

SNEAK PEEKS

COMING SOON FROM NINTENDO

This issue of the *Fun Club News* lets you peek at three great new video hits coming soon from Nintendo – *The Adventure of Link, Pro Am Racing* and *Dragon Warrior.*™

Keep an eye on your favorite video store for these hot new games. Meanwhile, here are some sneak peeks at the all-new fun and challenges ahead!

THE ADVENTURE OF LINK™

In this exciting sequel to *The Legend of Zelda*, Link is full grown and Ganon is back with more evil plans than ever.

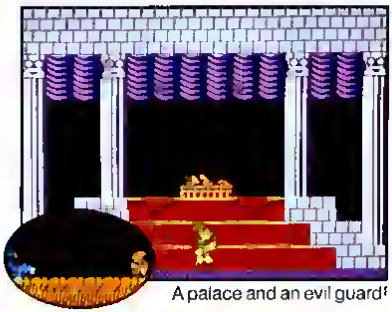
The story of *The Adventure of Link* is based on the hit video game, *The Legend of Zelda*. In this first story a brave little lad named Link saves the faraway land of Hyrule and its fair Princess from Ganon – one of the most evil characters in history! Link's quest takes him through the vast reaches of the Overworld and into the mazes of the Underworld. And ultimately brings him to the final battle – and victory!

Ganon returns in The Adventure of Link. Once again, the tranquility of Hyrule is threatened by evil. Ganon has returned! And he has cast a sleeping spell on Princess Zelda and conquered Hyrule with his terrible power. But there's hope. Link is now full grown. He's tall and strong. His wits are sharp and his battle skills refined. And he's ready to meet his arch enemy.

New challenges. Many changes have come to pass in this continuing saga of Link, Zelda and Ganon. You'll have to master new terrain in both the Overworld and Underworld. There are many new characters to help and hinder your progress. And there are even more deep-play challenges of interactive video with maps to make, items to buy and things to remember. Again Link must do battle with the evil one. This time, Ganon is stronger and more crafty than ever. But so is Link!

A tricky task. Your challenge as Link is to go in search of the six palaces of the land of Hyrule. You must find six gems and return them to the foreheads of six stone statues. It's not an easy task. Only if you are brave and wise will you be able to defeat Ganon's agents which infest the palaces. Then you must revive the sleeping princess!

The action takes place in both a vertical (like *The Legend of Zelda*) and a horizontal (like *Super Mario Bros.*) perspective. You travel from town to town gaining strength and knowledge on your courageous quest for the six palaces.

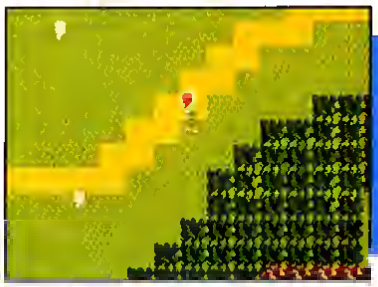


A palace and an evil guard!

But proceed with caution! Be sure you always have enough magic power, life strength and money. You may find useful items hidden in dark caves, or make friends in a town who give you aid. Whatever you do, you must be prepared when you enter the palaces. Ganon's henchmen will have you for dinner!

From desert to forest, dark tunnel to swampland, Hyrule is a dangerous place to travel. But if you are strong enough, you will be the one who survives to beat Ganon, and rescue the princess. The challenge is even greater this time!

Solid gold adventure. Just like *The Legend of Zelda, The Adventure of Link* game comes in a distinctive gold metallic case, the Gold-Pak! Also like *Zelda*, you can save your game accomplishments thanks to a lithium battery.



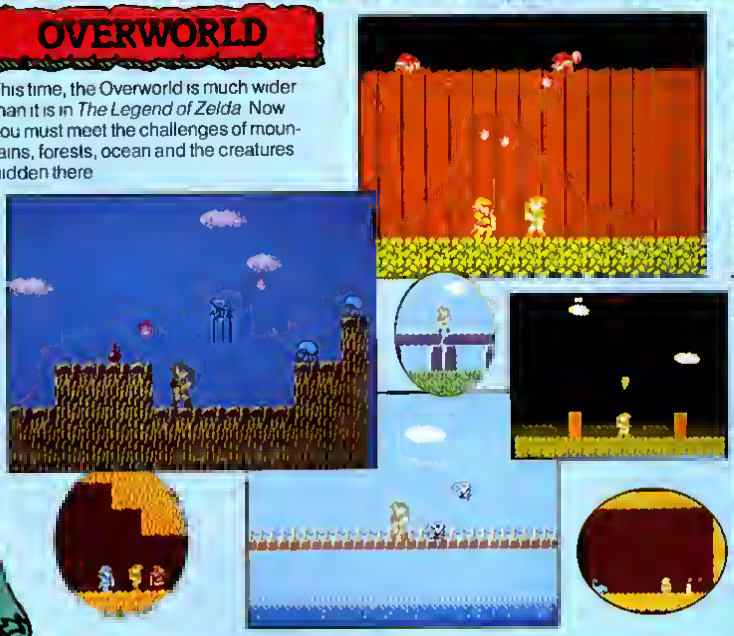
This territory has new challenges

Friend or foe, and what does he know?

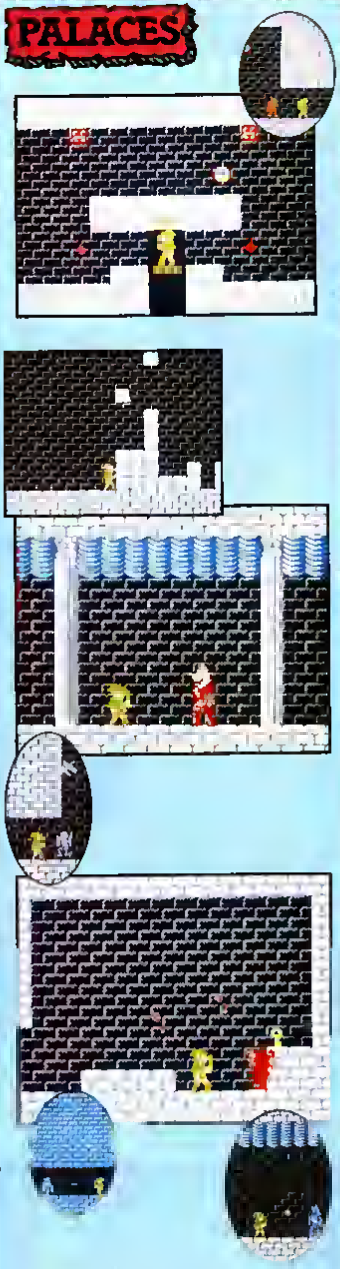
You may find help here, or ????

OVERWORLD

This time, the Overworld is much wider than it is in *The Legend of Zelda* Now you must meet the challenges of mountains, forests, ocean and the creatures hidden there



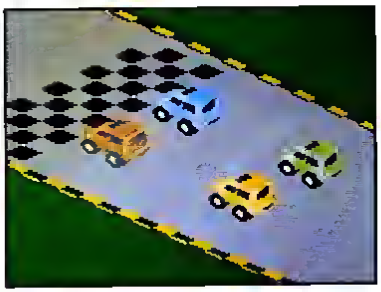
PALACES



There are six extremely well-guarded palaces in *The Adventure of Link* You must get into each one in your quest for the six gems But there is more challenge here – yet another dark palace Where is it? If you're clever enough to find it, are you powerful enough to enter?

PRO AM RACING™*

Pro Am Racing gives you a bird's-eye-view of one of the fastest sports in the world – car racing.



Start your engine and get ready for some tough competition

You're racing fender-to-fender against cars as hot and fast as your own. And the challenge stretches a long way ahead on 30 progressively tougher race tracks. Are you up to it? Do you have the rock steady nerves and the stamina?

The screen scrolls with your car, unfolding a scene that will keep your heart hammering and your blood racing as you see the race track scenery flash past you on each side while the road ahead unfolds at lightning speed.

This game is a must for RC Car (radio controlled) owners!

Watch for road hazards and helpful items. You can collect items left in the roadway to increase your acceleration for a burst of top speed. Some even increase your traction!

Keep an eye out for a roll cage to protect your car in the event of a crash. Also, pick up missiles or bombs to defend yourself.

Don't forget to watch for hazards! After all, challenge is what road racing is all about! Watch out for oil slicks, puddles, or rainstorms that whip up suddenly – right at the worst time.

But that's not all. The road ahead twists wildly. It's full of hairpin turns, winding curves and almost right angle corners – the kinds of things that keep your hands on the wheel, your mind on the road and your heart in your throat.

There's power in that pick-up! There's an ugly pick-up in this game. But it's a beauty when it comes to power. You have to learn how to handle it before you can move on to higher performance machines. Graduate to an off-road truck, then finally a bank style racer. If you had to pay for it, you'd need to borrow plenty from a very rich uncle! Luckily, all you have to do is earn the right to drive it.

So fasten your safety belt and get ready. This is a hot one! And it's coming soon!

*© 1987 Rare Ltd

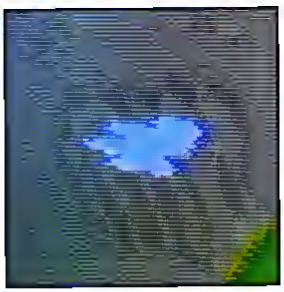
START!

FINISH!

CRASH

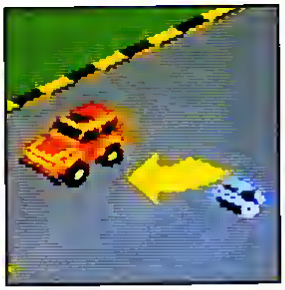
It's a wipe out! You were coming into the turn too fast and didn't see the oil slick!

HAZARD



There are lots of hazards in the road. And they're placed to do the most damage!

PARTS



Watch the road. You may see just the part you need to keep you up to speed

WEAPON

The road is full of things that can help you come out on top – if you know how to get them!

"Energize Your Excitement"

- Action-Packed Arcade Proven Favorites
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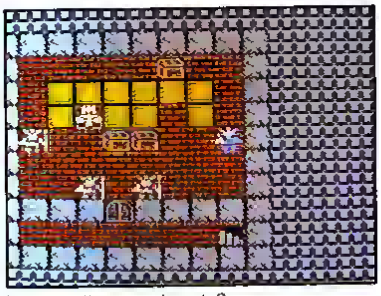
DRAGON WARRIOR™*

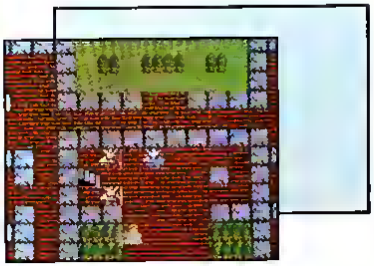
Battle an evil dragon in a role-playing game as challenging as *The Legend of Zelda!*



In the castle now where to?

Long long ago when dragons roamed the Earth, a dragon of tremendous power and evil defeated all its fearsome rivals to reign supreme as Dragon King. Legend tells of a dark time that followed. It was a dragon reign of cruelty, but it was destined to end at the hand of a brave warrior. His name was Roto—a legendary hero and dragon slayer. He rid the land of the Dragon King—but only for a time—until now.

The Dragon King returns. The Dragon King has come back to reign in Nintendo's new *Dragon Warrior*. But only the descendants of Roto can kill the Dragon King! As the brave hero whose mission it is to slay the Dragon King and return peace to the land of Alfegard, you will discover many exciting challenges ahead.

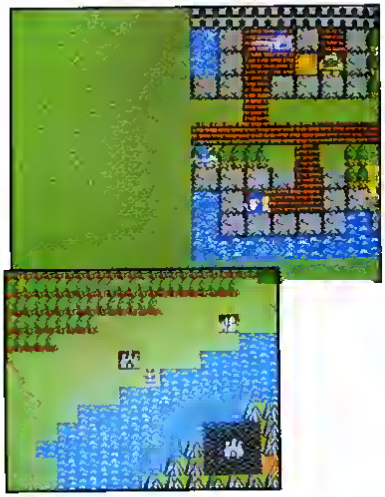


The town holds many secrets

"I could tell you some very useful things"

If you liked the interactive video challenge of *The Legend of Zelda*, you'll love *Dragon Warrior*. You must fight this battle with your wits as well as your might!

Just one of many towns



There's a lot of territory to explore

In this fantasy role-playing game you'll talk to characters, discover secrets and use tools. You'll check your status. Do you have Life Strength or Maximum Life Strength? Magic Power or Maximum Magic Power? What's your level of experience? How are your reflexes? This game will keep you thinking for hours of fun!

How to get your password. You can save your place in *Dragon Warrior*, but you have to get the Mantra of Resurrection to do it! To do this, you just ask the King residing in the castle of Radatome. Can you find it?

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KONAMI

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Presenting ENTERACTIVE™ — the most involving and innovative video games ever designed for Nintendo®

For starters, Enteractive video games are brand new titles specifically designed for American video wizards.

They're also exclusive games. Which means you get to re-live the terror of Jaws™, re-enact the trials of the Karate Kid, play the only officially licensed Major League Baseball game.

Last, but not least, they're boredom-proof. Each game features a variety of complexities and situations, constantly changing scenarios and points-of view, and they all require you to think, plan and act as well as react.

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Featuring three totally different game fields, you survive with your wits, your Nintendo® Zapper®, and, most startling, this game shoots back!

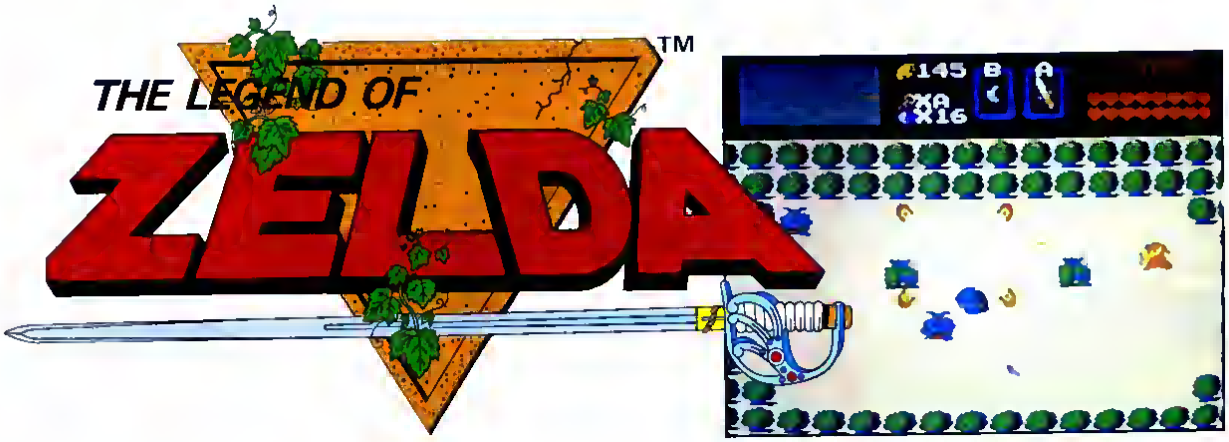
Quick, choose your weapons, pack your explosives, and check your maps. It's out there, you know it, and it's coming for you. This is the ultimate Jaws challenge.

O.K. dudes, get radical! You and the rest of "DA BOYS" T&C's famous group of skate and surf crazies will kick out and pull off some awesome maneuvers together.

The only officially licensed Major League video game! You not only pitch, catch, hit, bunt, pitch out, steal bases, and make fielding plays, you also play the role of Manager.

A real Martial Arts challenge, you guide Daniel San through a complex series of hazards and trials from the streets of L.A. to the final fatal meeting with Chozen.

TM & © 1987 LJN Toys Ltd. GOTCHA!—Licensed by Merchandising Corporation of America, Inc. © 1985 Universal City Studios, Inc. JAWS—™ & © 1987 Universal City Studios, Inc. Licensed by Merchandising Corporation of America, Inc. THE KARATE KID—© 1987 Columbia Pictures Industries, Inc. T&C SURF DESIGNS—® & © 1987 Town & Country Surf Shop, Inc. MAJOR LEAGUE BASEBALL—© 1987 MLB. Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. All Rights Reserved. Game Pak "NES GP"



Defeat Underworld Monsters

The Underworld mazes in The Legend of Zelda are riddled with many monsters. Can you conquer them all?

Here are some all-new tips from the experts on how to tackle and defeat some of the worst Underworld monsters residing in the Land of Hyrule. You'll discover that some of these troublesome creatures can only be vanquished with certain weapons. Others require special moves. You may even find one of these pointers helps you in the Second Quest!

Level 1 Aquamentus

The beam that Aquamentus emits in three directions can be stopped by a Magic Shield. As this opponent moves slowly, you can defeat him without a special attack. You can defeat Aquamentus easily. Stand away from him, shield yourself and if your LIFE is full, throw your sword at him.

Level 3 Manhandla

Manhandla emits strong beams that cannot be blocked by a Magic Shield. Though this opponent moves slowly, the speed increases as you injure him. Then plan your strategy and set a bomb that explodes at the center of Manhandla.

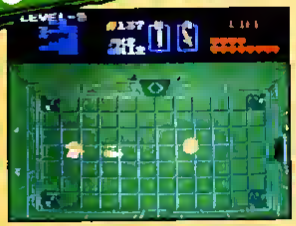
Level 2 Dodongo

As Dodongo's skin is very hard, your sword won't hurt him. But this opponent has a weakness: bombs! Feed Dondongo two bombs or explode a bomb near him, stop moving and attack by sword. It is the only way to defeat Dodongo.

Level 4 Gleeok

This opponent is a dragon with two heads that emits beams. Direct attack by Sword or Wand is the only way to damage Gleeok. Neither Bombs nor Arrows are effective. The heads also attack Link. Keep trying. Continuous attack works.

Level 5 Digdogger



If you know what to do you can kill him right away It takes a special weapon that kills him with a sound wave The sound deflates Digdogger's body Then you can freeze him with your boomerang and finish him off easily

Level 8 Gleeok

You met this one in level 4 but now he has four heads Move toward Gleeok while avoiding attack and attack from the side – only certain weapons work against this guy Do you remember which ones?

Level 6 Gohma

Gohma is a super-huge crab that attacks viciously with a beam His shell is hard, repulsing your attacks To kill him, you have to shoot arrows in his eye

Level 9 Ganon

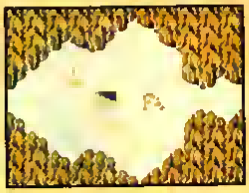
Magical Sword and Silver Arrows are indispensable Ganon attacks and disappears to continue the attack! Try to guess his location stab him to make him appear and even change his color Then pull your silver arrow and ???

Level 7 Aquamentus

You've met this rascally opponent before Use the trick you learned in Level One to polish him off

Get Ganon: The Second Quest

After you defeat Ganon the first time, you'll find a new challenge awaits you. There is a second quest! Again, you must face untold perils – wily monsters, traps, tricks. Again, you must collect magical items with secret powers. The Overworld is the same, but the Underworld is a whole new game! Have you found a way to get to into the second quest without beating Ganon the first time? It may be possible!



Menu Display shows that Link has a sword in the second quest He'll need it In fact, he must have it!

Tips and Tricks

This is our all-new Tips and Tricks section of Pro's Corner. The idea is to tell you about a tip or trick and at the same time show you what it looks like on the screen. Tell us what you think about Tips and Tricks. And send us one of yours with a shot of your video screen. Then keep and eye on this section of the next Fun Club News!

METROID

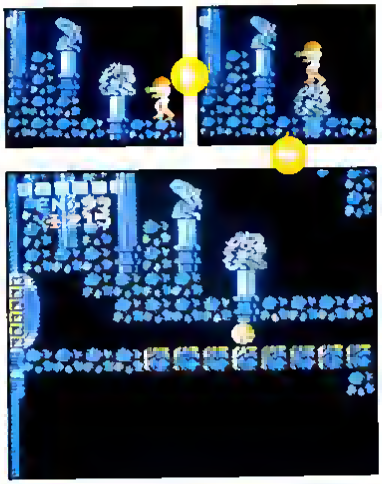
The Bridge over Tourian

If you find and defeat two Mini-Bosses in Brinstar and Norfair, you can build the bridge from the corridor to Tourian

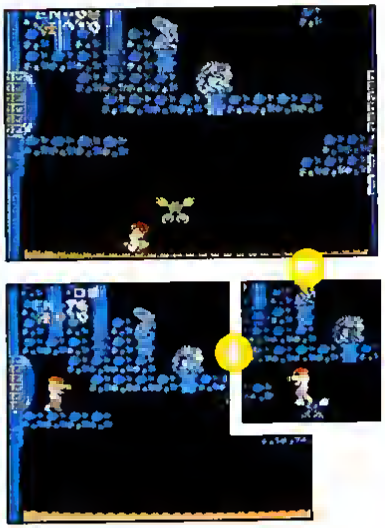
Shoot the two statues with your laser beam. They are in a room on Corridor Number Two

The two statues will rise after you shoot them, building the bridge to Tourian

Good Luck in Tourian!



Another way to Tourian



The regular way to Tourian is shown above, but there is another way

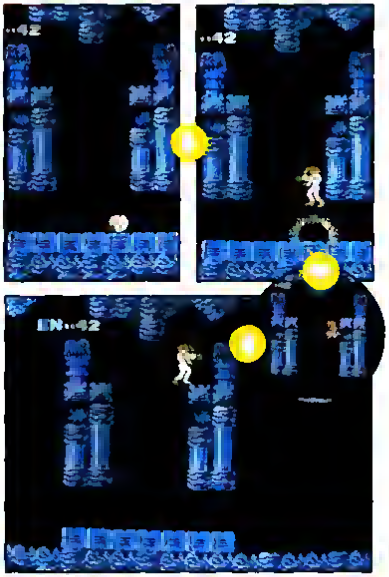
Lure Rio from the next room, and then freeze Rio with your ice beam, and jump on top of him. Make Samus small and round and then set a bomb. After the explosion, climb up to Tourian. When the explosion throws you up, move left towards the blue door to Tourian

Rapid fire trick without missiles

Push B and Select simultaneously for rapid fire. You can only do this when you don't have missiles

There is another way to rapid fire. Hold the B button down for continuous fire power

High Jump trick without the high jump



At first, make Samus small and round and set a bomb Then push the A button to return Samus to normal

Wait for the explosion After the explosion, Samus is blown upward In midair, jump upwards for added height

Crawl Up Walldoors

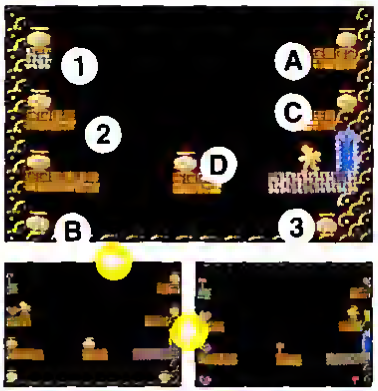
Open a door and stand in the opening Let the door close on you Without budging left or right, move the control pad rapidly up and down and press A to jump Samus will crawl up the wall! This trick, however, can be fatal! Beware NES Advantage users turbo your A button and hold it down

It's a surefire way to do this trick

KID ICARUS

Big success in Treasure Rooms

There are treasure rooms in Stage 1 Underworld and Stage 2 Overworld with Big Hearts, Hammers, and one of the many Sacred Treasures



For Stage 1, see above photo and the table "Pattern 1." Shoot 1 then 2. If both 1 and 2 are Hearts, shoot 3 next

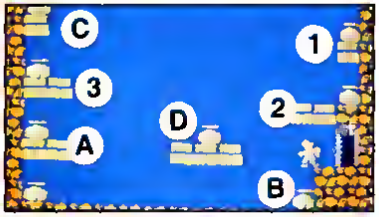
If 3 is a hammer, A must be shot last
If 3 is a heart, B must be shot last

1 ♥		
2 ♥		A
3 T		
1 ♥		
2 ♥		B
3 ♥		
1 T		
2 ♥		C
1 T		
2 T		D

Pattern 1

1 ♥		
2 ♥		A
3 T		
1 ♥		
2 ♥		B
3 ♥		
1 T		
2 T		C
1 T		
2 ♥		D

Pattern 2

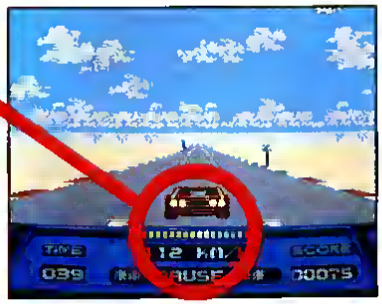


If either 1 or 2 is a Hammer, shoot C or D last according to table

Stage 2, is the same as Stage 1 See table "Pattern 2"

RAD RACER

Course Selection trick

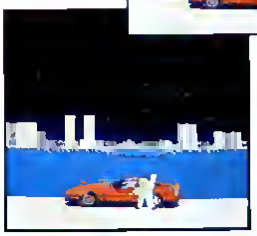


There is a way you can drive on any course you like. Push the start button after you choose a car and you see the demonstration of course 1. Locate the tachometer and by pushing B see the tachometer going up. This scale shows the tracks. Pushing B button once selects course 2. Pushing two times selects course 3.

After you choose your course, push up and right simultaneously and push start. Push the A button and the race begins.

The ending scene

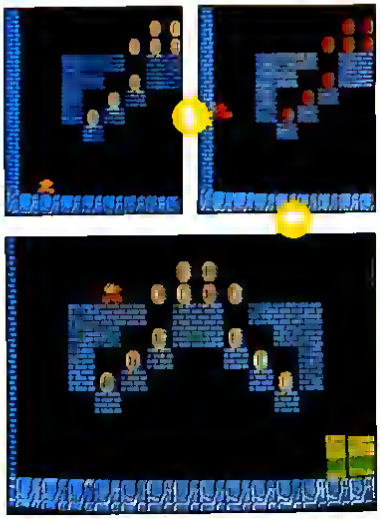
Hint: Can you guess how many times you have to push the B button to see one exciting end of Rad Racer.



The End

SUPER MARIO BROS.

Invisible Mario gets coins



Twelve coins are hidden in a room in World 3-1. As Small Mario, you can get them all. There is a crack half way up on the left wall. Jump off the left wall to the right. Jump at the right time and make it to the top of the blocks. Get a One-Up Mushroom!

HO HO HO VIDEO

Q: How does Thomas greet Mr. X?
A: Hill-ah!

James Bruney, Lancaster, OH

Q: What's Ganon's favorite food?
A: Sausage "links"

Greg Colton, Deerfield, IL

Q: What does Fiery Mario get when he eats a fire flower?
A: Heart burn.

Clive Panayoh, Brooklyn, NY

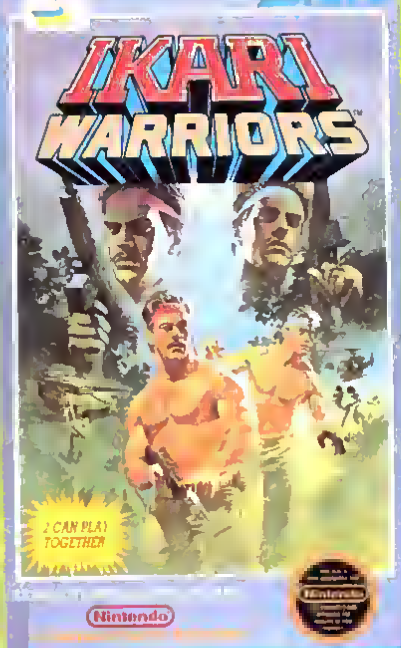
Q: Why did Link win the video game race?
A: Because no one was "Ganon" on him.

Matt Gorman, Seattle, WA

HOT HITS FROM SNK!

ARCADE WINNERS AVAILABLE NOW . . .

You must fight for survival against a relentless onslaught of enemies! You and a friend are warriors with top-secret orders!



The Goddess of Wisdom has grown weary of life in the castle . . . A Fantasy World of boundless adventure awaits you!

The fate of Earth rests in your hands! Defend your home planet against the Seven Stars Alliance!

SNK

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TOP 5

MY FAVORITE GAMES

In the last issue of the Fun Club News, we called for members to send us their top five favorite games. The response was huge. Thanks for sending in your votes. You'll see the concensus of Fun Club opinion below. And keep sending us your top favorites.

Here's the key to how we rated your responses to our Fun Club call for your top five favorite video games. For example, your first choice game was given five points and so on as you see here: **1st–5 points, 2nd–4 points, 3rd–3 points, 4th–2 points, 5th–1 point.**

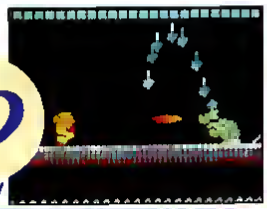
	TITLE		POINTS
1	THE LEGEND OF ZELDA	ADVENTURE SERIES	777
2	SUPER MARIO BROS.	ADVENTURE SERIES	456
3	METROID	ADVENTURE SERIES	244
4	KID ICARUS	ADVENTURE SERIES	197
5	PRO WRESTLING	SPORTS SERIES	165

as of 11/1/87

1

The Legend of Zelda

Came in on top for its deep-play interactive video challenge.



2

Super Mario Bros.

A hot title since it first came out–still a leading favorite.

3

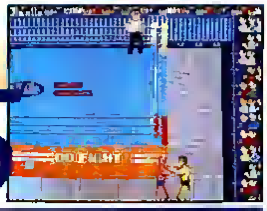
Metroid

Came in a winner for its fast action adventure in a far away galaxy.

4

Kid Icarus

Took flight right from the start for classic action and exciting play.



5

Pro Wrestling

Tough competitors make this a hit with wrestling fans.

MEMBER REVIEWS

These are just a few of the many reviews we received from Fun Club members. Thanks! And keep them coming.

The Legend of Zelda

By Arie Stavhansky, Austin, TX

The Legend of Zelda is my favorite because it has action and excitement and a bunch of secrets to use to get Ganon. I tell you, it is hard to make it to Ganon!

The graphics of the game are the best of all of the graphics in the other games that I have played.

The save mode is neat because you can write your own name in and even anything else you want to write.

I like the end—the sound and the stuff that you get to hear and see. It's cool.

Super Mario Bros.

By Brad Wallace, Paris, TX

Let's get to the point. Super Mario Bros. is great. It appeals to all ages with its bright graphics and enchanting music. I have had this game for one year and still enjoy it. In my opinion, the game gets ten stars.

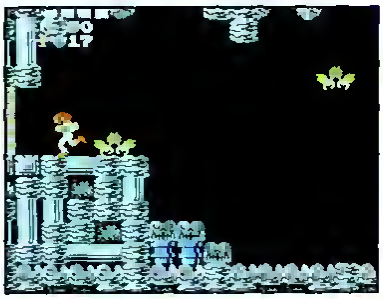
Metroid

By Ryan Amis, Cottonwood, AZ

My favorite game is Metroid because you can't whiz through it in two days. You get your money's worth!

It's not just horizontal playing, it's vertical. You also have a wide arsenal of weapons but you have to work to get them. In some places, it's almost impossible to get through unless you have a certain weapon.

I especially like all the different creatures, and making my own maps. Keep those great games coming!



Kid Icarus

By Darin Tietgen, Costa Mesa, CA

On a quest to save the Princess of Light, Palutena, Pit, a young, brave angel, battles many fearsome creatures. He runs into merchants selling goods. The gods are nice to Pit. They give him arrows and training to help him defeat Medusa and an enemy army. Kid Icarus is a fast-paced adventure!

Rush'N Attack™*

Dyno Darc's Rocky Mountain Nintendo Fun Club

This game is a definite must for your Nintendo Entertainment System. The main thing I liked about it is the music—especially on the sixth level. The ending credits were really neat, too. I give it a thumbs up.

*Konami®

REVIEWERS WANTED

We're interested in hearing from the people who play our games the most just what you think of them—from graphics to music to challenge. Send your reviews to: Nintendo Fun Club, Member Reviews, PO. Box 97033, Redmond, WA 98073-9733. Thanks!

SCORES OF FUN

Player	City/State	Game	Score
Horold Hannah	Gary, IN	SMB	9,999,950
Michael Howkins	Bellevue, WA	SMB	9,999,950
Russell Horton	Fresno, CA	SMB	9,999,950
Chris Jones	Jockson, MI	SMB	9,999,950
J. Mark Kinser	Columbus, OH	SMB	9,999,950
Robert Luno	Pleasanton, TX	SMB	9,999,950
Brondon Ou	Phoenix, AZ	SMB	9,999,950
Matt Ryken	Gayville, SD	SMB	9,999,950
Rene Sapiondonte	San Francisco, CA	SMB	9,999,950
Byron Wong	San Leondro, CA	SMB	9,999,950
Jeremy Burke	Cockesville, MD	PW	KO 23 sec.
John Eggers	Omoho, NE	PW	Beot Pumo
Tody Bedikin	San Diego, CA	EB	55:63 TRK.1
Brad Duszynski	Woukesho, WI	EB	56:72 TRK.4

SMB. Super Mario Bros.,
PW Pro Wrestling,™ EB Excitebike®

Two-time Ganon beaters

We had names pouring in to the Fun Club News from people who beat Ganon twice. 1,140 in fact Sorry we can't list them all Here, however, are the names of those who sent pictures: John Barbie, Camarillo, CA; Rory Barnett, Mission Viejo, CA; Frank Chang, Huntington Beach, CA; Brett Gardner, Houston, TX; Chuck Lively, Fresno, CA; Robert Leslie, Los Angeles, CA; Adam Kewitz, Dayton Beach, FL, Jon Kleinberg, Deerfield, ILL; Eric Manch, Phoenix, AZ; Todd Turley, Florence, AZ

Hot players send names for Kid Icarus and Metroid

We had so many Fun Club Members succeed in mastering the challenges of these games, we only have space for a few special mentions James Mudler, Mohegan Lake, NY was the first to beat Medusa saving Palutena and Angel Land in Kid Icarus Mike Osaki, Seattle, WA sent a great picture of his big defeat of the Underworld demons in Kid Icarus. Rick Dubois, Cranford, NJ; Andy Bergland, Houston, TX, and Lee Campbell, Ontario, OR got the best ending in Metroid Way to go!

Whiz Kids get Ganon

Four-year-old Brett Murray, 6-year-olds Mike Richetti and Chris Allen, and 7-year-olds Brad Ohlgren and Aaron Himmelfarb didn't let youth stand in the way between them and victory over the evil Ganon They got him!

Two-Year-Old Scores 47,550 Points

While most kids his age are learning to tie their shoes, little two-year-old Nash Day of Albuquerque, New Mexico is waffle stomping Koopa Troopas, disintegrating bridges from under Bowser, collecting scads of coins, and zooming though level after level of Super Mario Bros to save the Princess

How does he do it you ask? Well, the usual way, with the A and B buttons and super-fast reflexes If he has any special secrets, he's not relaying them yet! Wait until he can write! Perhaps he will tell all to the Fun Club News in Members' Tips!

In fact, he's so hot, he made national television If you had been tuned in at the right time, you would have witnessed the amazing expediency with which he waxed the evil mushroom people

Way to go Nash!

ENTER HERE:

Name _____ Fun Club Membership No. _____

Address _____

City _____ State _____ Zip _____

Name of Game _____

High Score _____

Mail both a photograph and this entry form to Nintendo Fun Club, High Score Competition, P.O. Box 97033, Redmond, WA 98073-9733 Then keep an eye on upcoming issues.

STUFF AND THINGS

Fun Club members have asked if there's one big guide to all Nintendo video games. Now there is – *The Official Nintendo Player's Guide*. This great big colorful guide features in-depth reviews of 24 hot video titles plus a section covering all Game Paks available for your Nintendo Entertainment System® (over 90 at present.) It's loaded with new tips and information designed to help you meet the exciting challenges of video game play. Valued at $19.95, Fun Club members can get it at a special introductory price of $11.95! So hurry! Order now!

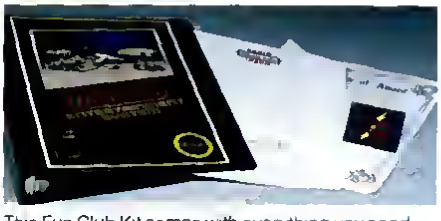
Available January 1988

Rumor has it that these t-shirts and sweatshirts make you play as hot as you look! Try one on and put it to the test

Here's a great way to tote your favorite games and other video stuff

Get The Legend of Zelda Tips & Tactics and get Ganon! It's all new! Super Mario Bros. guide and scorepads are also a must for serious players

Watch Mike Tyson's next round or any other sporting event with these high-quality plastic binoculars



This Fun Club Kit comes with everything you need to make your local club official – score sheets, member roster, power player button, and more

This time, the hottest new design from Nintendo isn't a video game

MAIL BAG

Dear Nintendo,
Is there a way, when you blow your whistle, that you know what maze you will be taken to in *The Legend of Zelda?*
Anthony Bello Reseda, CA

With the Whistle, you never know, Anthony. It takes you wherever it chooeee! You juet have to go along for the ride and see where you end up. Sometimes it's a place you'd rather not be, and eometimes it's just where you want to go.

Dear Nintendo,
I play *Gradius* a whole lot, and I can only make it to stage six. Could you give me some help?
Mikey Montague, Norcross, GA

Alwaye uee the code to get the Shield and both Optione at the beginning of each stage for more power and protection. To use the code, hit *pause*, hit *up* twice, *down* twice, then left, right, *left, right,* B, A, then take it off pause.

Dear Nintendo,
I plan to purchase more games soon, and if you could send me a list or catalog of your games, and maybe what they are about, I could make a wiser buy.
Brett McLaughlin, Mesquite, TX

We are just about to come out with *The Official Nintendo Player's Guide* which has 24 in-depth game reviewe and 90 short reviews. There'e more on this in Stuff and Thinge on page 25 of thie iseue. Keep an eye on the *Fun Club News* for information on how to order.

Dear Nintendo,
Our local club is getting good at game play because we call Chuck and Richard at Nintendo and they are so good!
Darin Tietgen, Costa Mesa, CA

Chuck, Richard and all of our game counselors sre here to help you meet the video game challenge. So keep calling: 1-800-422-2602 outside Washington State or 206-882-2040 in Waehington. Sometimes the linee are busy. Pleaee be patient! There are a lot of players out there trying to get the lateet greatest tipe.

Dear Nintendo,
Just a quick question on *Super Mario Bros.* I've heard of a warp zone to 8-4 from 8-1. Is there really one?
Ryan Haynes, Garden Grove, CA

Not to our knowledge, but there are a lot of secrete to Super Mario Bros., so rumor is eometimes true!

Dear Nintendo,
If Howard Phillips plays games for his job, what does he do for fun?
Kevin Roberts, Cincinnati, OH

Well Kevin, Howsrd just plays more games. That'e why he's such an expert!

Dear Nintendo,
I think it would be a good idea to have an "Artists Corner." Any reader of the Nintendo fun club can submit his or her best drawing of any scene or character from any NES game they wish.
John Estes, Colorado Springs, CO

Great idea, John! Membere, send in art, and let'e eee what we get for an Artiet's Corner. We also have an illustrstion conteet in this issue of the *Fun Club News*. We're asking members to illustrate their favorite ecene in *Metroid*. (See page 29.)

Dear Nintendo,
I really love your club newsletters and wish you would send them out at least monthly or even weekly.
David Gekchyan, Los Angeles, CA

Good news, David. We're gearing up to publieh the Fun Club News more often. Keep your eye on the mail.

Thanks for the mail! We appreciate your comments, tips, and new ideas. So keep writing: Nintendo Fun Club, Mailbag, P.O. Box 97033 Redmond, WA 98073-9733.

LOCAL CLUBS UPDATE

Dear Nintendo,
We call ourselves the 3-D Gang. We have a local club of about seven people. As President of the 3-D Gang I have been elected to ask you where we can get the NES Advantage Joystick.
Kris Hritz, Newport Beach, CA

Tha 3-D Gang will be abte to find the NES Advantaga Joystick at their favorite video store. If it'e not on the shelf, ask the store manager!

Dear Nintendo,
Our club, called "Video Mania," is going to make newspapers on a computer and print them. In our issues, we'll have tips on many different games. We'll also have illustrations and contests. In some of our contests you can win prizes. We're also having a riddle and letter page. What do you think?
Andrew Maltzen, Haddenfield, NJ

Sounds like a great idea! What are you naming it, the *Video Mania Weekly*? Send us the first issue off the prees!

FUN CLUB KIT

We'd like to see more local Fun Clubs get started. So to make it easier, we've put together an Official Fun Club Kit with binder, score sheets, member roster, a "Power Player" button for your club's hottest player of the week and more.

You'll find the whole story on our new Fun Club Kit in *Stuff and Things* on page 25 of this issue. If you want to order it, you can in this issue with the tear-out order form. And let us know what your local Fun Club is up to!

ON THE ROAD AGAIN:

●●●

FUN CLUB PRESIDENT TRAVELS ON MEDIA TOUR

Howard Phillips, product analysis manager for Nintendo and President of the Fun Club just completed a multi-city media tour which took him to San Diego, St. Louis, Detroit, Pittsburgh and Baltimore

Howard appeared on ABC and CBS, and spoke on radio talk shows He also spoke at a boys club in St Louis

One of the top game experts in the country, Howard travels nationwide to answer questions, evaluate game performance, check in with stores that stock Nintendo products and generally stay in tune with the video game market and customers

No stranger to bright lights, this media tour was actually Howard's second time around Last May he traveled to New York, Dallas, Chicago, Boston, and Philadelphia

The fact is you just never know when your Fun Club President may show up in your town! Keep an eye on the local news

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BEAT IT IF YOU CAN!
We'll help. Inside your SOLOMON'S KEY game pak is a map for conquest! A map for winning. But, we didn't show everything...it's up to you to uncover the rest. Fifty exciting rounds of play to unlock Solomon's secrets.
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Get it!
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TIPS MEMBERS

These hot tips were submitted by Fun Club members Thanks for sending them. We look forward to getting more!

KUNG FU CLUE*

- On Level One of Kung Fu if you stand belly to belly against the stick man, he cannot touch you with his stick Every now and then, take a step back and punch or kick him You should be able to win with practice

Phillip Smith, Jr
Chicago, IL

*© IREM CORP 1984

GRADIUS™* BONUS

- Try going through the broken volcano for a big 5,000 points.

Robert Jones
Baltimore, Maryland

*Konami®

MARIO TRICKS

- As you come out of a flowerpot, (you have to be big) press and hold the A and B button at the same time You will do a jump and then slide on one foot This only works on certain pipes.
- When you climb a beanstalk, try to stay on and go all the way to the top You'll do a little dance (If you fall off, don't worry, just jump back on)
- Try to find a balance-beam anywhere in this game Jump on one and ride it all the way down Just as it breaks, jump to safety and you earn 1,000 points!!!

David "Dr. Nintendo" Blumenfeld
Van Nuys, CA

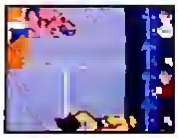
- On 5-1 jump on the first Koopa Troopa, and kick him to the right Then run fast using your B button, and follow it The Koopa Troopa's shell should kill the first 6 enemies Then let the Koopa Troopa's shell go a little off the screen. It should bounce off a pipe and come back at you Jump over it as it hits the last 2 Koopa Troopas, and gain one extra player plus over 20,000 points!!!

Stephen DiDomenico
Jarrettsville, MD

PRO-WRESTLING TIP

- Throw your opponent out of the ring Have your opponent's back facing the crowd, push UP and A, and you can do a forward somersault

Kris Sanders



Video Rap

My name is Dave
I've got a story to tell,
About a lad named Link,
You know so well

He's got a very fine sword,
And wears a lot of green,
Watch out Ganon,
He's very mean!

It's from Whizrobes,
To Zol & Gel,
Those old men,
Will have stories to tell

And so I'm saying,
And proud to tell,
The Legend of Zelda,
Is very swell!

David Jakowenko, Marietta, GA

NEW PRODUCTS

HANDS-FREE CONTROLLER

A new way to get more kids in on the video game challenge.

It all started with a phone call from the midwest. An avid young Nintendo video game player had been involved in a serious car accident and lost all use of her hands. Her mother called to ask if Nintendo had a product that might help her daughter continue her favorite pastime—video game play.

As it turned out, Nintendo did have a product under development intended for use by handicapped kids who don't have the use of their hands.

It's called the "Hands-Free" Controller. And although it looks like something out of the spaceage, it's really quite simple. It's designed around a "puff and sip" concept. To make the A button work, you simply puff or blow into a straw-like plastic tube. To make the B button work, you sip.

Kids at Children's Orthopedic Hospital in Seattle, Washington are testing the prototype and say it's great. Keep your eye on this section for the latest news on other Nintendo product developments.

WIN THE NES ADVANTAGE JOYSTICK WITH YOUR CREATIVITY

Here's your chance to win some great prizes and demonstrate your artistic talents, too. It's the Fun Club's *Metroid* Artists Contest.

To enter, just illustrate your favorite scene in *Metroid*. You can use watercolors, colored pencils, paper sculpture—even your computer. Anything goes—be creative!

The first prize is an NES Advantage Joystick as well as your choice of any two Nintendo Game Paks. Second prize is the NES Advantage. Third prize is a Nintendo game. And fourth is a choice of anything from Stuff and Things.

DISCONTINUED

ARTISTS METROID™ CONTEST

Send your entry (more than one if you like) to:
Nintendo Fun Club *Metroid* Artists Contest,
P.O. Box 97033, Redmond, WA 98073-9733
We'll be looking forward to your entry!

PUZZLER PLACE

PUZZLES WANTED! Sharpen your wits and your pencils, because Puzzler Place is the place to show how creative you can be. Crossword puzzle, word jumble, you name it, we want it. So thanks for your contributions, and please keep them rolling in!

NINTENDO CRYPTOS. Fun Club member Janet Rawson of Seattle, WA sent these cryptograms to test your creativity at de-coding words relating to Nintendo and our video games. Figure out the code, and you've figured out the words! Each category has its own code. The category and the example give you clues to the coded words. So get cracking—the code, that is!

NINTENDO

Hint: The first word decoded is FUN CLUB

C X G O F X A
O U G J I U F F P I
E U Z W J R O S
J P F P K R W R U G
N A X J J U G
R N W W Y U I D
W Y P N J W D R I J W

SLALOM

Hint: The first word decoded is MOUNTAINS

S C J X D L W X Y
F T C X A Y H W A T Y
Y X C U S A X
Y D A A I I A L R
S C J X D X L Y D E
Y D L T D W X M M L D A
Y X C U E R W N N

SUPER MARIO BROS.

Hint: The first word decoded is PRINCESS

K I R M X V H H
R G Z I N Z M
U R I V U O L D V I
Y L D H V I
U O Z T K L O V
N R M F R D L I D W R
Y F D O V G Y R O O

GOLF

Hint: The first word decoded is BACKSWING

X W Y G O S E J C
D P W J Y A
O Q L A N O D K P
L A J W H P U
Z K Q X H A X K C A U
S W P A N D W V W N Z O
O W J Z P N W L O

NAME GAME SCRAMBLE

This name scramble comes from the Meadowood Estates Fun Club. Thanks!

Unscramble the letters to get names of some hot Nintendo video games. Then try the game on another level, using the circled letters and their corresponding numbers to discover the big secret below

1. EIMK OSYTN'S PNHCU-UTO
_ _ _ O(9) _ _ _ O(2) _ _ _ _ _ _ _ _ _ _ _
2. UPRES IAROM ORBS
_ O(3) O(8) _ _ _ _ _ _ _ _ _ _
3. IKD ACRIUS
_ _ _ _ O(5) _ _ O(6)
4. REDIMTO
_ O(9) _ O(4) _ _ _
5. REKBA HRUT
_ _ O(9) _ _ _ _ O(3)
6. EALYDD OWSERT
_ _ _ _ O(7) O(1) _ _ _ _ _ _

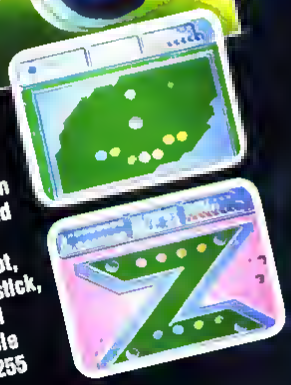
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
12349 5 63894 875194

FCI Blasts You to Outer Space on Nintendo®

Lunar Pool

Become an expert pool hustler as you challenge the computer, yourself, or another player. Choose from sixty different "tables" and eight power levels.

Carefully set up the shot, aim your electronic cue stick, shoot and watch the ball ricochet around the table to land in the pocket. 255 levels of table friction and continuous automatic scoring.



ZANAC

As Zanac, your challenge is to get through twelve screens of enemy creatures to save the human race. Eight super-strength weapons and secret power forces buried along the path help you stop the enemy. Zanac's exclusive power play feature means that playing Zanac, the fastest, most advanced space game ever, is like playing a new game every time.

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Adjustable turbo speed gives you the power you need to get out of tight spots fast. With "slow-mo" you can shift your game into low gear for strategic planning. And a solid, rock-steady design adds stability to your wildest moves.

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